# JAY ITHIEL

## **SOFTWARE ENGINEER**

# **SKILLS**

JavaScript Ruby on Rails

ES6 Postgres

React.is Redux

jQuery SQL

CSS3 Git

HTML5 Python

Webpack Photoshop

# PROFESSIONAL HISTORY

### **BLOCKSTACK**

Full Stack Software Engineer

Pioneered development of the first decentralized Blockstack applications

- Established a secure login process without a username & password combination utilizing Blockchain
- Created a server-less storage system allowing users to own & control their information via Blockstack Gaia
- · Improved performance & load time by utilizing cloud storage & CDNs

#### BEDKIN

Front End Software Engineer

Charleston, SC Jun - Aug 2017

New York, NY

Jun - Sep 2017

- · Collaborated with core team to develop a decentralized version of mobile app
- · Created a dynamic layout applying various responsive-design techniques
- Accelerated production of product utilizing SCRUM methodologies, delivering solutions before deadlines

#### **SOFTWARE ENGINEER**

Contract Developer for various start-ups & NGO's

San Francisco, CA 2015 - 2017

LIVE GITHUB

LIVE GITHUB

San Francisco, CA

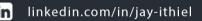
Sep 2016

- Delivered quality full-stack applications utilizing numerous technologies including JavaScript, ReactJS, HTML5, CSS3, Ruby on Rails & SQL
- Headed technical design & implementation decisions such as app functionality & UI/UX design for simultaneous projects
- Boosted client satisfaction by following up & refactoring code

# **PORTFOLIO**



github.com/jay-ithiel



angel.co/jay-ithiel

# **PROJECTS**

COUCHBNB

- ReactJS, Redux, JavaScript, HTML, CSS, Ruby on Rails, Postgres

  Single page, full-stack web application emulating Airbnb's functionality
  - · Optimized search by creating a geo-location based search engine
  - Enhanced search engine by integrating Google Maps, allowing users to search/filter results utilizing the map's location & bounds
- · Designed & implemented custom REST-ful API

#### **SPACE INVADERS**

Vanilla JavaScript, HTML5 Canvas, CSS

- Web based, browser-version of the classic arcade game: Space Invaders
- · Built custom physics engine to handle object movement & collisions
- Implemented power-up items feature & customized animations
- · Leveraged Object-Oriented Design principles to maintain DRY code

# CONTACT

San Francisco, CA

818 456 7671

jay.ithiel@gmail.com

## **EDUCATION**

## **COMPUTER SCIENCE & SOFTWARE ENGINEERING**

App Academy

- 1000-hour software engineering school with <3% acceptance rate
- 90th percentile based on weekly technical assessments & peer reviews

HARVARD CS50:INTRO TO COMPUTER SCIENCE

PRINCETON CS124:DATA-STRUCTURES & ALGORITHMS

## MUSIC Nyack College

USIC

New York, NY Sep 2012

• Music Performance & Composition